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Subject: An IDLgrPolyline drawing position bug that's THICK dependent

Posted by [kagoldberg](#) on Fri, 09 Nov 2012 19:04:58 GMT

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(IDL 8.2.1 on Mac OSX 10.7.5 and 10.8.2 both)

I'm having an odd bug with IDLgrPolyline objects being drawn with an unexpected x direction displacement ONLY when THICK is not 1. Has anyone else seen something like this?

In my object's IDLgrModel, I have an IDLgrPolygon (box) and a IDLgrPolyline (border) with the same x,y,z values except for a +1. on the border so it draws on top. They are both added to a IDLgrModel and Translate and Scale are applied.

When THICK=1, everything lines up. When THICK=2 or higher, the border is drawn shifted by about 200 pixels to the right (not up and down), and THICK is the only thing I change. (I tried intermediate THICK values from 1 to 1.8 and they all line up fine.  $\geq 2$  is the problem.)

I tried writing a few simple test programs to isolate and demonstrate the problem, but those all work as expected, at every THICK value, so I'm perplexed.)

Any ideas from the IDL brain trust?

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